**Reflection**:

I had initially intended for the Game class to take two arguments: pointers to player one and player two. However, that required me to handle prompting the user to start the game, get the characters for each player, and run the game loop all from within the main function. I like keeping my main function as bare as possible, so I chose to move that functionality into the Game class itself rather than just creating another separate function which would be called in main(), and would in turn initialize a Game object and run the program.

One of the more challenging pieces when determining the overall architecture of the game was how to handle the actual "fighting" between players, particularly between "Medusa" and "Harry Potter" characters. I wound up passing a pointer to the opposing player's character into the attack function, which allowed me to run some logical checks to see if the defending player was a "Harry Potter" and whether he had any lives remaining.